

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently Amended) A slot machine comprising:
a rotatable reel, the reel bearing a plurality of discrete symbols and a continuous graphical element extending between adjacent ones of the discrete symbols such that the discrete symbols are unified by the graphical element; and
a processor operable to
rotate the reel to give the continuous graphical element a first velocity and at least one of the plurality of discrete symbols a different second velocity; and
stop the reel and the plurality of ~~discrete~~ [discrete] symbols to place the discrete symbols on the reel in visual association with a display area.
2. (Cancelled)
3. (Previously Presented) The slot machine of claim 1, further including means for determining a payout based, at least in part, on the discrete symbols associated with the display area.
4. (Original) The slot machine of claim 1, wherein the discrete symbols are superimposed over the graphical element.
5. (Original) The slot machine of claim 1, wherein the graphical element includes a trail.
6. (Original) The slot machine of claim 5, wherein the trail is selected from a group consisting of a road and a board game path.

7. (Original) The slot machine of claim 1, wherein the reel is simulated on a video display.
8. (Original) The slot machine of claim 1, wherein the reel is physical and driven by a stepper motor.
9. (Currently Amended) A slot machine comprising:
a rotatable reel, the reel bearing a plurality of discrete symbol positions and a continuous graphical element extending between adjacent ones of the discrete symbol positions such that the discrete symbol positions are unified by the graphical element, the reel also bearing a discrete symbol;
and a processor to
rotate the reel to give the continuous graphical element a first velocity and the ~~discrete~~ discrete symbol a different second velocity to allow the ~~discrete~~ discrete symbol to move between the adjacent ones of the discrete symbol positions as the reel is rotated.
10. (Previously Presented) The slot machine of claim 9, further including means for rotating and stopping the reel and the discrete symbol to place a portion of the reel in visual association with a display area.
11. (Original) The slot machine of claim 9, wherein the discrete symbol is superimposed over the graphical element.
12. (Original) The slot machine of claim 9, wherein the graphical element includes a trail.
13. (Original) The slot machine of claim 12, wherein the trail is selected from a group consisting of a road and a board game path.
14. (Original) The slot machine of claim 9, wherein the reel is simulated on a video display.

15. (Original) The slot machine of claim 9, wherein the reel is physical and driven by a stepper motor.

16. (Original) The slot machine of claim 9, further including means for determining a payout based on movement of the discrete symbol between the adjacent ones of the discrete symbol positions as the reel is rotated.

17. (Original) The slot machine of claim 16, wherein the payout accumulates based on each discrete symbol position traversed by the discrete symbol.

18. (Previously Presented) A method of conducting a slot game on a slot machine controlled by a processor, comprising:

receiving a wager from a player; and

rotating a reel, the reel bearing a plurality of discrete symbols and a continuous graphical element extending between adjacent ones of the discrete symbols such that the discrete symbols are unified by the graphical element, the rotating reel moving the continuous graphical element at a first velocity;

moving at least one of the plurality of discrete symbols with a different second velocity relative to the graphical element; and

stopping the reel and the at least one discrete symbol to place a portion of the reel in visual association with a display area.

19. (Original) The method of claim 18, wherein the discrete symbols are superimposed over the graphical element.

20. (Original) The method of claim 18, wherein the graphical element includes a trail.

21. (Original) The method of claim 20, wherein the trail is selected from a group consisting of a road and a board game path.

22. (Original) The method of claim 18, wherein the reel is simulated on a video display.
23. (Original) The method of claim 18, wherein the reel is physical and driven by a stepper motor.
24. (Original) The method of claim 18, further including determining a payout based, at least in part, on the portion of the reel associated with the display area.
25. (Previously Presented) A method of conducting a slot game on a slot machine controlled by a processor, comprising:
 - receiving a wager from a player;
 - rotating a reel with a first velocity, the reel bearing a plurality of discrete symbol positions and a continuous graphical element extending between adjacent ones of the discrete symbol positions such that the discrete symbol positions are unified by the graphical element; and
 - moving a discrete symbol with a different second velocity between the adjacent ones of the discrete symbol positions as the reel is rotated.
26. (Original) The method of claim 25, further including stopping the reel to place a portion of the reel in visual association with a display area.
27. (Original) The method of claim 25, wherein the discrete symbol is superimposed over the graphical element.
28. (Original) The method of claim 25, wherein the graphical element includes a trail.
29. (Original) The method of claim 28, wherein the trail is selected from a group consisting of a road and a board game path.
30. (Original) The method of claim 25, wherein the reel is simulated on a video display.

31. (Original) The method of claim 25, wherein the reel is physical and driven by a stepper motor.

32. (Original) The method of claim 25, further including determining a payout based on movement of the discrete symbol between the adjacent ones of the discrete symbol positions as the reel is rotated.

33. (Original) The method of claim 32, wherein the payout accumulates based on each discrete symbol position traversed by the discrete symbol.